switch **11**, the 2-BET switch **12**, and the MAX-BET switch **13** are provided at the left end of the frontward projection portion **10**. The 1-BET switch **11** enables the player to bet one of the credited medals by one push operation on a game. The 2-BET switch **12** enables the player to bet two of the credited medals by one push operation on a game. The MAX-BET switch **13** enables the player to bet as many medals as the maximum number of medals that can be bet on a game by one push operation. As the player operates any of the BET switches, the corresponding pay lines are made activated as described above.

[**0066**] A C/P switch **14** for the player to switch between credit and payout of the medals obtained by playing games by pushbutton operation is provided on the left of the front of the frontward projection portion **10**. As the C/P switch **14** is switched, medals are paid out from a medal payout opening **15** in a lower part of the front and are stored in a medal reception tray **16**.

[**0067**] On the right of the C/P switch **14**, a start lever **6** for rotating the reels for starting variable display of symbols in the display windows **4**L, **4**C, and **4**R (starting a game) as the player operates the start lever **6** is attached so that it can be turned in a predetermined angle range.

[**0068**] The speakers **21**L and **21**R are provided on the upper left and right of the cabinet **2**, and a payout table panel **23** for displaying winning symbol combination, the number of payout medals, and the like is provided between the two speakers **21**L and **21**R.

[**0069**] Three stop buttons (left stop button **7**L, center stop button **7**C, and right stop button **7**R) as operation buttons contained in stop operation means for stopping rotation of the three reels **3**L, **3**C, and **3**R are provided at the center of the front of the frontward projection portion **10** and below the display screen **5***a*.

[**0070**] In the embodiment, the stop operation performed by the player pushing the first stop button when all reels rotate is called "first stop operation," the stop operation next performed by the player pushing the second stop button is called "second stop operation," and the stop operation performed by the player pushing the third stop button following the second stop operation is called "third stop operation."

[**0071**] Since the pinball slot machine of the embodiment is provided with the three stop buttons **7**L, **7**C, and **7**R, there are six different operation orders of the stop buttons. Then, the operation orders are distinguished from each other as follows: The left stop button **7**L is abbreviated to "left," the center stop button **7**C to "center," and the right stop button **7**R to "right."

[**0072**] To indicate the operation order, the abbreviations of the stop buttons **7**L, **7**C, and **7**R are listed from left to right in the stop operation order. For example, when the player operates the left stop button **7**L as the first stop operation, the center stop button **7**C as the second stop operation, and the right stop button **7**R as the third stop operation, the operation order is indicated as "left center right." In the embodiment, the six different operation orders of "left center right,""left right center,""center left right,""center right left,""right left center," and "right center left" are available.

[**0073**] The configuration of a part of the rear of a door of the cabinet **2** is as shown in **FIG. 10**. In **FIG. 10**, a liquid crystal display control board **720***a* for controlling display of the liquid crystal display **5** is housed in a transparent resin case **720** and is attached to the rear of a door **200***a* of the cabinet **2** (a part of the cabinet), namely, an upper frame part of the door **200***a* with screws **721***a*, **721***b*. Liquid crystal display parts including an antistatic sheet **509** and a display driver **512** of the liquid crystal display **5** are disposed below the liquid crystal display control board **720***a*. Semitransparent covers **210**L and **210**R for covering speakers **21**L and **21**R are placed at the left and right of the resin case **720**.

[**0074**] **FIG. 11** shows the circuit configuration including the above-mentioned main control circuit **71** (contained in internal lottery means) for controlling the game processing operation of the pinball slot machine, peripherals (actuators) electrically connected to the main control circuit **71**, and a sub-control circuit **72** (contained in control means) for controlling the liquid crystal display **5** and the speakers **21**L and **21**R based on a control command transmitted from the main control circuit **71**.

[**0075**] The main control circuit **71** is made up of the microcomputer **30** placed on the circuit board as the main component and a random number sampling circuit. The microcomputer **30** includes a CPU **31** for performing the control operation in accordance with a preset program, and ROM **32** and RAM **33**, both of which are provided as a storage.

[**0076**] Connected to the CPU **31** are a clock pulse generation circuit **34** for generating a reference clock pulse, a frequency divider **35**, a random number generator **36** for generating sampled random numbers, and a sampling circuit **37**.

[**0077**] For sampling random numbers, random number sampling may be executed in the microcomputer **30**, namely, the operation program of the CPU **31**. In this case, the random number generator **36** and the sampling circuit **37** can be omitted or can also be left for backup of the random number sampling operation.

[**0078**] The ROM **32** of the microcomputer **30** stores probability lottery tables used to determine random number sampling performed each time the player operates the start lever **6** (start operation), stop control tables for determining the reel stop mode in response to operation of the stop buttons, various control commands to be transmitted to the sub-control circuit **72**.

[**0079**] The sub-control circuit **72** does not input commands and information to the main control circuit **71** and one-way communications are conducted from the main control circuit **71** to the sub-control circuit **72**.

[**0080**] In the circuitry shown in **FIG. 11**, the main actuators whose operation is controlled by a control signal from the microcomputer **30** include the various lamps (1-BET lamp **9***a*, 2-BET lamp **9***b*, MAX-BET lamp **9***c*, and WIN lamp **17**), the various display units (payout display unit **18**, credit display unit **19**, and bonus game information display unit **20**), a hopper (containing a drive section for paying out medals) **40** as game play value giving means for storing medals and paying out a predetermined number of medals according to an instruction of a hopper drive circuit **41**, and stepping motors **49**L, **49**C, and **49**R for rotating the reels **3**L, **3**C, and **3**R.